



I claim:


Ins. C)

59. A game system comprising:

- (a) a video game apparatus having a first processor for executing at least a first game program that generates first picture data representing a portion of a 3-dimensional simulated game world including a first player character viewed from a variable first viewpoint, the player character having a plurality of body parts for display on a video display;
- (b) a first manipulatable control device for controlling movement of said body parts of said first player character;
- (c) a portable game system having a discrete display device for displaying variable pictures and other images and having a second processor for executing at least a second game program that receives game data transferred from said first processor;
- (d) said second processor generating second picture data representing a portion of said simulated game world including a second player character having a plurality of body parts viewed from a second variable viewpoint for display on said display device in said portable game system; and
- (e) a second manipulatable control device for controlling movement of the body parts of said second player character.

60. The game system of claim 59, wherein said first and second control devices are housed in the same controller.

61. The game system of claim 59, wherein said first and second control devices are housed in said portable game system.



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62. The game system of claim 59, wherein said first and second player characters are the same character.
63. The game system of claim 59, wherein said body parts comprise articulated fingers that are controlled by at least one manipulatable control device.
64. The game system of claim 59, further comprising at least one manipulatable control device for selecting viewpoints from which said player characters are viewed.
65. The game system of claim 59, wherein said display device displays a map of at least a portion of said game world.
66. The game system of claim 59, further comprising manipulatable control device for enlarging and reducing a selected area of said game world for display on said display device.
67. The game system of claim 59, further comprising a plurality of said portable game systems, each displaying said simulated game world from a different variable viewpoint.
68. The game system of claim 59, wherein said first game program is stored on a program/data storage disk and wherein said video game apparatus reads said first game program from the storage disk.


69. The method of claim 59, wherein said second game program is stored in a program memory cartridge that is manually removable from said portable game system.

70. The method of claim 59, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said video game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said portable game system for execution in said second processor.

71. The method of claim 59, wherein said discrete display device is a liquid crystal display (LCD) device.

72. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:
- (a) executing a first game program by said first processor to generate first picture data representing a player controlled character having a plurality of body parts;
  - (b) generating a picture signal from said first picture data for display of said player character on a display;
  - (c) generating game data in said first game apparatus to specify movements of a plurality of said body parts of said player character;
  - (d) transferring said game data to said second game apparatus;
  - (e) executing a second game program by said second processor, to generate second picture data of said body parts of said player character in accordance with the movements specified in said transferred game data; and
  - (f) displaying said second picture data on said display device in said second game apparatus.
73. The method of claim 72, wherein said body parts are an articulated member that is bendable about at least one joint under control of a manipulatable control device.
74. The method of claim 72, wherein movements of said player character are controlled by manipulation of a control device connected to said first game apparatus.


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75. The method of claim 72, wherein movements of said player character are controlled by manipulation of a control device in said second game apparatus.
76. The method of claim 75, wherein said control device is a touch sensitive device.
77. The method of claim 72, wherein said first game program is stored on a program/data storage disk and wherein said first game apparatus reads the first game program from the storage disk.
78. The method of claim 72, wherein said second game program is stored in a program memory cartridge that is manually removable from said second game apparatus.
79. The method of claim 72, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said first game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said second game apparatus for execution in said second processor.
80. The method of claim 72, wherein said game data transferred from said first game apparatus to said second game apparatus further specifies movement directions of at least one of said body parts of said player character.

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81. The method of claim 72, further comprising the step of transferring third picture data from said first game apparatus to said second game apparatus, the third picture data representing an image of at least one of said body parts of said character for display on said display device in said second game apparatus.
82. The method of claim 72, wherein said discrete display device is a liquid crystal display (LCD) device.
83. The method of claim 72, wherein said transferring step transfers said game data through a data transmission link that is partly wireless.

84. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:
- (a) executing a first game program by said first processor to generate first picture data that represent components of at least one generated moving object;
  - (b) generating a picture signal from said first picture data for display of said moving object;
  - (c) generating location data in said first game apparatus to specify relative locations of at least one of said components of said moving object;
  - (d) transferring said location data from said first game apparatus to said second game apparatus;
  - (e) executing a second game program by said second processor to process at least some of said transferred location data to generate second picture data representing said moving object positioned at said relative locations; and
  - (f) generating from said second picture data a moving picture of said moving object for display on said display device in said second game apparatus.
85. The method of claim 84, wherein said first game program is stored on a program/data storage disk and wherein said first processing system reads the first game program from the storage disk.


86. The method of claim 84, wherein said second game program is stored in a program memory cartridge that is manually removable from said second game apparatus.
87. The method of claim 84, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said first game apparatus reads the portion of the second game program from the storage disk and transfers the second game program portion to said second game apparatus for execution in said second processor.
88. The method of claim 84, wherein said location data transferred from said first game apparatus to said second game apparatus further specifies movement directions of said moving object.
89. The method of claim 84, wherein said transferring step transfers picture data from said first game apparatus to said second game apparatus representing an image of at least one component of said moving object for display on said display device.
90. The method of claim 84, wherein said moving object is a human-like character and said components are body parts.
91. The method of claim 84, wherein said discrete display device is a liquid crystal display (LCD) device.





92. The method of claim 84, wherein said transferring steps transfer said game program and data through a data transmission link that is partly wireless.

93. In a video game system including a first game apparatus having a first processor, a manual control device, and a discrete display device, and a second game apparatus having a second processor, a method of operating said video game system comprising the steps of:
- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one animated player character moving in accordance with manipulation of said control device;
  - (b) generating from said first picture data an animated picture of said body parts for display of said player character on said display device in said first game apparatus;
  - (c) generating movement data in said first game apparatus to specify movements of a plurality of said body parts;
  - (d) transferring said movement data from said first game apparatus to said second game apparatus;
  - (e) executing a second game program by said second processor to process at least some of said transferred movement data to generate second picture data representing said body parts of said animated character moving as specified in the transferred movement data; and
  - (f) generating a picture signal from said second picture data for display of said animated character on a video display.
94. The method of claim 93, wherein said first game program is stored in a program memory cartridge that is manually changeable in said first game apparatus.

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95. The method of claim 93, wherein said second game program is stored on a program/data storage disk and wherein said second game apparatus reads the second game program from the program/data storage disk.
96. The method of claim 93, wherein at least a portion of said first game program is stored on a program/data storage disk and wherein said second game apparatus reads the portion of the first game program from the storage disk and transfers the program portion to said first game apparatus for execution in said first processor.
97. The method of claim 93, wherein said action data transferred from said first game apparatus to said second game apparatus specifies movement directions of at least one of said character body parts.
98. The method of claim 93, wherein said action data transferred from said first game apparatus to said second game apparatus specifies movement locations of at least one of said character body parts.
99. The method of claim 93, further comprising the step of transferring picture data from said second game apparatus to said first game apparatus representing an image of at least one portion of a body part of said animated character.

100. The method of claim 93, wherein said animated character is a human-like character.

101. The method of claim 93, wherein said animated character is a non-human character.

102. The method of claim 93, wherein said discrete display device is a liquid crystal display (LCD) device.

103. The method of claim 93, wherein said transferring step transfers said movement data through a data transmission link that is partly wireless.

104. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:

- (a) reading a game program from a program/data storage disk into a first data memory in said first game apparatus;
- (b) transferring said game program from said first data memory to a second data memory in said second game apparatus;
- (c) reading game data from said program/data storage disk into a third data memory in said first game apparatus, the game data represent movements of members of a simulated object;
- (d) transferring said game data from said third data memory to a fourth data memory in said second game apparatus; and
- (e) executing in said second processor said transferred game program stored in said second data memory, so as to process said transferred game data in said second game apparatus to generate images of said members joined and moving to form said simulated object on said display device in said second game apparatus.

105. The method of claim 104, wherein said members of said simulated object are body parts of an animated character.

106. The method of claim 104, wherein said transferring steps transfer said game program and data through a data transmission link that is partly wireless.

107. The method of claim 104, wherein said fourth data memory in said second game apparatus is positioned in a manually removable data memory cartridge which, during use, is in said second game apparatus.

108. The method of claim 104, wherein said fourth data memory is positioned in said second game apparatus near vacant means for accepting a manually removable data memory cartridge which is omitted.

109. The method of claim 104, wherein said transferring step transfers said game data through a data transmission link that is partly wireless.

110. The method of claim 104, wherein said discrete display device is a liquid crystal display (LCD) device.

111. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:
- (a) executing a first game program by said first processor to generate first picture data that represent portions of at least one generated moving object;
  - (b) generating a picture signal from said first picture data for display of a first moving picture of said moving object;
  - (c) executing a second game program by said first processor to generate second picture data that represent a reduced resolution portion of said first moving picture of said moving object;
  - (d) transferring said second picture data from said first game apparatus to said second game apparatus;
  - (e) executing a third game program by said second processor to process at least some of said transferred second picture data to generate a reduced resolution second moving picture of said moving object; and
  - (f) displaying said second moving picture on said display device in said second game apparatus.
112. The method of claim 111, wherein said moving object is a body part of an animated character.
113. The method of claim 111, wherein said moving object is an animated character.

114. The method of claim 111, wherein said second picture data specify various picture elements that compensate for said reduced resolution.

115. The method of claim 111, wherein said second picture data specify various line segments that compensate for said reduced resolution.



116. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data that represent parts of at least one generated object;
- (b) generating a picture signal from said first picture data for display of a first moving picture of said object;
- (c) executing a second game program by said first processor to generate second picture data that represent a portion of said first moving picture of said object;
- (d) transferring said second picture data from said first game apparatus to said second game apparatus;
- (e) executing a third game program by said second processor to process at least some of said transferred second picture data to generate a second moving picture of said object; and
- (f) displaying said second moving picture on said display device in said second game apparatus.

117. The method of claim 116, wherein said object is a body part of an animated character.

118. The method of claim 116, wherein said object is an animated character.

119. The method of claim 116, wherein all of said object is represented in said second moving picture.

120. The method of claim 116, wherein said second moving picture depicts said object with greater resolution than said portion of said first moving picture.

121. The method of claim 116, wherein said discrete display device is a liquid crystal display (LCD) device.

122. The method of claim 116, wherein said transferring step transfers said second picture data through a data transmission link that is partly wireless.

123. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one player character;
- (b) generating a picture signal from said first picture data for display of said player character;
- (c) transferring a second game program from said first game apparatus to said second game apparatus;
- (d) executing said transferred second game program by said second processor, so as to generate second picture data representing a plurality of body parts of a player character; and
- (e) displaying said second picture data on said display device in said second game apparatus.

124. The method of claim 123, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said first game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said second game apparatus for execution by said second processor.

125. The method of claim 123, wherein said discrete display device is a liquid crystal display (LCD) device.


126. The method of claim 123, wherein at least some of said body parts are articulated and are bendable about at least one joint under control of a manipulatable control device.

127. The method of claim 123, wherein said transferring step transfers said second game program through a data transmission link that is partly wireless.

128. The method of claim 123, wherein movements of said player character are controlled by manipulation of a control device connected to said first game apparatus.


129. The method of claim 123, wherein movements of said player character are controlled by manipulation of a control device connected to said second game apparatus.

130. A game system comprising:

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- (a) a portable game apparatus having a display device, a boot ROM storing a first game program to be executed upon application of electrical power, manipulatable control members, means for receiving a first manually changeable game information storage medium storing a second game program to generate a game environment on said display device, a communications port for communicating digital information with a second game apparatus, RAM for storing a third game program that is transferred from said second game apparatus, and a first processor for executing said first, second, and third game programs,
  - (b) said second game apparatus receiving a second manually changeable game information storage medium storing said third game program, and transferring said third game program to said portable game apparatus after receiving power-up data from said portable game apparatus,
  - (c) said first game program causing said first processor to send said power-up data to said second game apparatus, and to receive said third game program transferred from said second game apparatus, and to store said third game program in said RAM for execution by said first processor to display on said display device at least one animated game character having at least one body part for which movement is generated by said third game program.

131. The system of claim 130, wherein movement of said body part is controlled by manipulation of at least one of said control members.

132. The system of claim 130, wherein said body part is an articulated part that is bendable about at least one joint.

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133. A portable game apparatus having a display device, a boot ROM storing a first game program to be executed upon application of electrical power, manipulatable control members, means for receiving a manually changeable game information storage cartridge, a communications port for communicating digital information with a second game apparatus, RAM for storing a second game program that is transferred from said second game apparatus, and a processor for executing said first and second game programs, wherein said first program causes said processor to send power-up data to said second game apparatus, and to receive said second game program transferred from said second game apparatus, and to store said second game program in said RAM for execution by said processor to display on said display device at least one animated game character having body parts of which movement is generated by said second game program.
134. The apparatus of claim 133, wherein movement of said body parts is controlled by manipulation of at least one of said control members.
135. The apparatus of claim 133, wherein said body parts are articulated parts that are bendable about at least one joint under control of a manipulatable control device.

136. A game system having a video game apparatus connected to a video display, and a portable game apparatus displaying a 3-dimensional simulated game world including a player character controlled by a human player, said portable game apparatus comprising:

- (a) first picture processing means for displaying on said portable display the game world from a first viewpoint viewing at least part of said player character having a plurality of body parts; and
- (b) first moving means for controlling movement of first body parts of said player character in a first direction in the game world viewed from a first viewpoint;  
said video game apparatus comprising:
  - (c) second picture processing means for displaying on said video display the game world from a second viewpoint capable of viewing a plurality of characters including said player character; and
  - (d) second moving means for controlling movement of second body parts of said player character in a second direction in the game world viewed from a second viewpoint.

137. The game system of claim 136, wherein movements of said player character are controlled by manipulation of said first moving means.

138. The game system of claim 136, wherein movements of said player character are controlled by manipulation of said second moving means.



139. The game system of claim 136, wherein said first and/or second body part is an articulated part that is bendable about at least one joint.

140. The game system of claim 136, further comprising a control device for selecting the viewpoint from which said player character is viewed.

141. The game system of claim 136, wherein said first and/or second moving means includes a touch sensitive device.

142. The game system of claim 136, further comprising third image processing means for displaying on said portable display a map of the game world capable of viewing at least a position of the player character in the game world.

143. The game system of claim 136, further comprising control means for enlarging and reducing an area of the game world for display on said portable display.

144. The game system of claim 136, further comprising a plurality of said portable displays, each displaying the game world from a different viewpoint.

145. A digital storage device for controlling the operation of a game system, the game system comprising:  
a video game apparatus having a first processor;  
a portable game system having a second processor and a discrete display device; and  
a data link for transferring game data between said video game apparatus and said portable game system,  
said digital storage device comprising:

- (a) a digital memory medium for storing video game instructions and graphics data, said video game instructions including:
- (b) instructions executed by said first processor for simulating a three-dimensional world including a manually controllable player character having a plurality of animated body parts;
- (c) instructions executed by said first processor for generating displayable data for an image of variable views of said simulated world including said player character; and
- (d) instructions that said video game apparatus transfers to said portable game system and are executed by said second processor for generating an image on said display device of variable views of said simulated world including a plurality of said body parts of said player character.

146. The digital storage device of claim 145, wherein said digital memory medium is a disk.

147. The digital storage device of claim 145, wherein said digital memory medium is a semiconductor memory.

148. The digital storage device of claim 145, wherein said body parts an articulated parts that are bendable about at least one joint.

149. The digital storage device of claim 145, wherein said instructions executed by said second processor generate a view of said simulated world that is variable in two dimensions.

150. The digital storage device of claim 145, wherein said instructions executed by said second processor generate a view of said simulated world that is variable in three dimensions.

151. The digital storage device of claim 145, further comprising graphics data representing a plurality of body parts of said player character.

152. The digital storage device of claim 145, further comprising data representing words, numbers, symbols, faces, maps, static pictures, picture menus, and/or other data that is transferred by said video game system to said portable game system for display on said display device.

153. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one player character;
- (b) generating a picture signal from said first picture data for display of said character;
- (c) executing said first game program by said first processor to generate game data that specify movements of a plurality of said body parts of said animated character;
- (d) transferring said game data to said second game apparatus;
- (e) storing a second game program in said first game apparatus for execution by said second processor;
- (f) transferring said second game program to said second game apparatus;
- (g) executing said transferred second game program by said second processor, so as to generate second picture data of said body parts of said player character in accordance with the movements specified in said transferred game data; and
- (h) displaying said second picture data on said display device in said second game apparatus.

154. The method of claim 153, wherein at least some of said body parts are articulated and are bendable about at least one joint responsive to manual control of said second game apparatus.

155. A digital storage device for controlling the operation of a video game system, the video game system including a first game apparatus having a first processor for executing a first game program to generate picture data that simulate a three-dimensional world including at least one manually controllable player character having a plurality of animated body parts, and a second game apparatus digitally linked to said first game apparatus, the second game apparatus having a second processor and a discrete display device, the digital storage device comprising:

- (a) a memory medium for storing video game instructions and graphics data; said video game instructions including:
- (b) instructions in said first game program;
- (c) instructions in a second game program to be executed in said second processor in said second game apparatus;
- (d) instructions for initiating transfer of said second game program from said first game apparatus to said second game apparatus where said second game program is executed by said second processor to generate pictures of a plurality of animated body parts of a player character on said display device in said second game apparatus.

156. The digital device of claim 155, wherein said memory medium is a semiconductor memory.

157. The digital device of claim 155, wherein said memory medium is a digital disk.

158. In a game system including a video game apparatus having a first processor, and a portable game system having a second processor, a discrete display device, and means for accepting a manually changeable program memory cartridge, a method of operating said game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one player character;
- (b) generating a picture signal from said first picture data for display of said character;
- (c) transferring a second game program from said video game apparatus to said portable game system;
- (d) executing said transferred second game program by said second processor, so as to generate second picture data representing a plurality of said body parts of said player character; and
- (e) displaying said second picture data on said display device in said second game apparatus.

159. The method of claim 158, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said video game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said portable game system for execution by said second processor.

160. In a video game system including a video game apparatus having a first processor, and a portable game system having a second processor, a discrete display device, and means for receiving a manually changeable program storage cartridge, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one player character;
- (b) generating a picture signal from said first picture data for display of said player character;
- (c) transferring digital information from said first processor to said portable game system to cause execution of a second game program by said second processor, so as to generate second picture data representing a plurality of body parts of a player character; and
- (d) displaying said second picture data on said display device in said portable game system.

161. The method of claim 160, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said video game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said portable game system for execution by said second processor.

162. The method of claim 160, wherein said transferred digital information includes at least one operation code that causes execution of said second game program.



163. In a video game system including a video game apparatus having a first processor, and a portable game system having a second processor, a discrete display device, and means for receiving a manually changeable program storage cartridge, a method of operating said video game system comprising the steps of:

- (a) executing a first game program by said first processor to generate first picture data representing body parts of at least one player character;
- (b) generating a picture signal from said first picture data for display of said player character;
- (c) executing a second game program by said second processor, so as to generate second picture data representing a plurality of body parts of a player character;
- (d) displaying said second picture data on said display device in said portable game system; and
- (e) transferring digital information from said second processor to said video game apparatus to cause execution of a third game program by said first processor, so as to generate third picture data representing a plurality of body parts of a player character, said picture signal being further generated from said third picture data.

164. The method of claim 163, wherein said transferred digital information includes at least one operation code that causes execution of said third game program by said first processor.

165. The method of claim 163, wherein at least a portion of said second game program is stored on a program/data storage disk and wherein said video game apparatus reads said portion of the second game program from the storage disk and transfers the second game program portion to said portable game system for execution by said second processor.

166. In a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method of operating said video game system comprising the steps of:

- (a) generating first picture data in said first processor representing player-controlled body parts of at least one player character;
- (b) generating game data in said first processor that specify movements of said body parts of said player character;
- (c) transferring said game data over a data transmission link from said first processor to said second game apparatus;
- (d) generating second picture data in said second processor representing at least two of said body parts of a player character in accordance with the movements specified in said transferred game data; and
- (e) displaying said second picture data as moving pictures on said display device in said second game apparatus.

167. The method of claim 166, wherein at least some of said body parts are articulated and are bendable about at least one joint responsive to manual control of said second game apparatus.

168. The method of claim 166, wherein said transferring step includes a step of transferring game-progression data from said first processor to said second processor.

169. The method of claim 166, wherein said second game apparatus is a portable game system having a plurality of manually operative control members that, during use, cause said second processor to generate control data and to transfer the control data to said first processor, so as to control generation of said first picture data of said moving body parts.

170. The method of claim 169, wherein at least one of said control members is an analog joystick.

171. The method of claim 169, wherein at least one of said control members is a touchscreen.

172. The method of claim 169, further comprising the steps of:

- (f) accepting numbers as input to said portable game system that are entered by manual operation of at least one of said control members in said portable game system;
- (g) transferring said input numbers to said first game apparatus to cause said first processor to process the input numbers.

173. The method of claim 172, wherein said input numbers are credit card numbers.

174. The method of claim 166, further comprising a step of generating a video signal in said first game apparatus for display of said first picture data on a raster-scan display device.

175. For use in a video game system including a first game apparatus having a first processor, and a second game apparatus having a second processor and a discrete display device, a method comprising the steps of:

- (a) generating first picture data in said first processor representing player-controlled body parts of at least one player character;
- (b) generating game data in said first processor that specify movements of said body parts of said player character;
- (c) transferring said game data over a data transmission link from said first processor to said second game apparatus;
- (d) generating second picture data in said second processor representing at least two of said body parts of a player character in accordance with the movements specified in said transferred game data for display on said display device;
- (e) generating user identification data in said second processor;
- (f) transferring said user identification data from said second processor to said first game apparatus; and
- (g) comparing in said first game apparatus said transferred user identification data with predetermined identification data, said first processor processing further information received from said second processor if said user identification data and said predetermined identification data have a predetermined relationship.

176. The method of claim 175, wherein said user identification data identifies said second game apparatus.

177. In a video game system including a first game apparatus having a first processor, and a handheld second game apparatus having a second processor and a discrete display device and manually operated data entry devices, a method of operating said video game system comprising the steps of:

- (a) receiving an identification code from manual operation of at least one of said data entry devices in said second game apparatus;
- (b) transferring said identification code from said second game apparatus to said first game apparatus to authorize use of selected game programs;
- (c) downloading of selected first and second game programs from a game program storage into said first game apparatus;
- (d) executing said first game program by said first processor;
- (e) transferring said second game program from said first game apparatus to said second game apparatus;
- (f) executing said transferred second game program by said second processor, so as to generate picture data representing a plurality of body parts of a player character; and
- (g) displaying said picture data on said display device in said second game apparatus.

178. The method of claim 177, wherein said identification code is a credit card number.

179. The method of claim 177, wherein said identification code is manually entered by touching a series of digits on said data entry devices.

180. The method of claim 177, wherein said data entry devices in said handheld apparatus comprise push button switches.
181. The method of claim 177, wherein said data entry devices in said handheld apparatus comprise at least one touch-sensitive surface.
182. The method of claim 177, wherein said discrete display device is a liquid crystal display (LCD) device.
183. The method of claim 177, wherein at least one of said transferring steps transfers data over a data transmission link that is partly wireless.
184. The method of claim 177, wherein at least a portion of said second program is encrypted and said identification code enables decryption of said second program portion.
185. The method of claim 177, wherein said game program storage is accessed by said first game apparatus through a data network.
186. The method of claim 177, wherein said game program storage is a disk that is read by said first game apparatus.
187. The method of claim 186, wherein at least a portion of said second program is encrypted and said encrypted program portion is read from said disk by said first game apparatus.

188. The method of claim 185, wherein said encrypted program portion is burned into said disk after pressing.

189. The method of claim 187, wherein said encrypted portion is burned in the Burst Cutting Area of said disk.

190. The method of claim 187, wherein movements of said player character body parts are controlled by manual operation of said data entry devices in said handheld apparatus.



191. In a video game system including a video game apparatus having a first processor, and a portable game system having a second processor and a discrete display device and manually operated control members, a method of operating said video game system comprising the steps of:

- (a) receiving an identification code from manual operation of said control members in said portable game system;
- (b) transferring said identification code from said portable game system to said video game apparatus to authorize use of selected game programs;
- (c) downloading of selected first and second game programs from a game program storage into said video game apparatus;
- (d) executing said first game program by said first processor;
- (e) transferring said second game program from said video game apparatus to said portable game system;
- (f) executing said transferred second game program by said second processor, so as to generate picture data representing a plurality of body parts of a player character;
- (g) displaying said picture data on said display device in said portable game system; and
- (h) controlling movement of said player character body parts by manual operation of said control members in said portable game system.

192. The method of claim 191, wherein said transferring steps transfer data over a data transmission link that is partly wireless.

193. The method of claim 191, wherein said identification code is a credit card number.
194. The method of claim 191, wherein said identification code is manually entered by touching a series of digits on said control members.
195. The method of claim 191, wherein at least a portion of said second program is encrypted and said identification code enables decryption of said second program portion.
196. The method of claim 191, wherein said game program storage is accessed by said first game apparatus through a data network.
197. The method of claim 191, wherein said game program storage is a disk that is read by said first game apparatus.
198. The method of claim 197, wherein at least a portion of said second program is encrypted and said encrypted program portion is read from said disk by said first game apparatus.
199. The method of claim 198, wherein said encrypted portion is burned in the Burst Cutting Area of said disk.